Claims

[c1] A simulation software capable of displaying an object and a wrinkle image wherein,
said object comprises a limb,
said limb comprises a first part and a second part,
said first part and said second part are connected by a joint,
an angle produced by said first and said second part is variable,
said wrinkle image is produced on or near said joint in relation to the value of said angle.

[c2] A simulation device in which a simulation software capable of displaying an object and a wrinkle image is installed wherein,
said object comprises a limb,
said limb comprises a first part and a second part,
said first part and said second part are connected by a joint,
an angle produced by said first and said second part is variable,
said wrinkle image is produced on or near said joint in relation to the value of said angle.

[c3] The simulation software of claim 1 or 2, wherein said object is a human being.

[c4] he simulation software of claim 1 or 2, wherein said wrinkle image is produced by texture mapping.

[c5] 5e simulation software of claim 1 or 2, wherein said wrinkle image is produced by a plurality of polygons.

[c6] 6.e simulation software of claim 1 or 2, wherein the amount of wrinkles perceived in said wrinkle image is determined in relation to the value of said angle.

[c7] 7.e simulation software of claim 1 or 2, wherein the height of wrinkles perceived in said wrinkle image is determined in relation to the value of said angle.

[c8] 8.e simulation software of claim 1 or 2, wherein the amount and the height of wrinkles perceived in said wrinkle image are determined in relation to the value

of said angle.

[c9] 9.e simulation software of claim 1 or 2, wherein said simulation software thereby enables to display the movement of said object and the movement of said first and said second part in a realistic manner.

[c10] 10e simulation software of claim 1 or 2, wherein the thickness of said first part varies in relation to the value of said angle.